

## ABSTRACT OF THE DISCLOSURE

A gaming element is provided which allows a participant to bound from one element to another, even when placed some distance apart, while maintaining the following characteristics: (1) stays in place without slipping; (2) is soft enough to absorb some of the shock of landing; (3) is thick enough for the participant to feel upon landing that he has successfully completed or missed the bound; (4) is thin enough to negate the risk of injury due to failing to land squarely on the gaming element 20; and (5) is of appropriate size and shape to challenge the accuracy of the participant by accommodating only a portion of the foot.

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